

== WWW: INTERNATIONAL INCIDENT MATCH STIPULATIONS REFERENCE SHEET ==

❑ **EXHIBITION MATCH:** In an Exhibition Match, the wrestlers display a spectrum of strategies to gain an advantage. Replace the standard **WRESTLING MOVE** result list with this one:

- » When you roll on a stat (+Work, +Power, +Look or +Heat), make a checkmark next to it.
 - If you have a Move that allows you to **ROLL +REAL** for the Wrestling Move, check off one of the other Stats instead
- » On a 10+, you hit it great, retain control and choose whether you gain +1 Heat with your opponent or **cash in your checks for Momentum** (see below)
- » On a 7-9, you hit it pretty well, give your opponent control and gain +1 Momentum.
- » On a Botch, you get countered. Erase a check and your opponent gains control of the match.

The 10+ result introduces a new rule, **cashing in checks**.

- » When you cash in your checks for Momentum, gain Momentum equal to the stats you currently have checked, and erase all checks. You only check off each Stat the first time you roll on it during the match.
- » When someone makes their Finishing Move, they roll +Stats Currently Checked.
- » After the match concludes, both wrestlers gain Momentum equal to the Stats they had checked at the end of the match (and erase all checks).

❑ **TWO OUT OF THREE FALLS:** This match proceeds per the standard rules, except Creative reveals the booking for each fall individually during the match. The wrestler who wins two falls first wins the match. Each fall can be swerved or overridden by Moves as normal. Once a fall is counted, the losing wrestler takes control of the match. A wrestler who's booked to win a multiple falls match only makes their **FINISHING MOVE** on the fall that wins them the match.

❑ **STRAIGHT MATCH:** The winner of this match is not booked beforehand by Creative. Add this rule to determine the outcome:

» **WHEN SOMEONE ROLLS A 10+ FOR THE WRESTLING MOVE, THIS IS THE RESULT LIST:**

- gain +2 Momentum
- gain +1 Heat with your opponent
- **go for the victory**

Going for a victory entails anything which would win the match per its stipulations. When you **go for a victory**, your opponent can use **INTERRUPT** or another appropriate Move to kick out or otherwise break the pin; if they cannot do so (or choose not to), then you roll for your Finishing Move and abide by that result (remember that some Finishing Moves may end up with the other person winning the watch!)

If someone uses a Move that overrides Creative's booking before a pin attempt is made (such as the Heel Move or making a Run-In), then that becomes the booking for the match, and can thus be overridden in turn by other Moves. Whoever's booked to win still needs to **go for the victory** to end the match and roll their Finishing Move.

Creative still has the general oversight to swerve the match as it progresses through their use of Soft and Hard Moves.

❑ **CATCH-AS-CATCH-CAN:** Under this stipulation, wrestlers can **ROLL +REAL** for the **WRESTLING MOVE** when they use their legitimate grappling skills. Wrestlers only gain Momentum from the **WRESTLING MOVE** for rolling on **+WORK**, **+REAL** or **+HEAT** (ignore any Momentum that would be gained from rolling **+POWER** or **+LOOK**).

Notes

== WWW: INTERNATIONAL INCIDENT MATCH STIPULATIONS REFERENCE SHEET ==

❑ **MOUNTEVAN'S RULES MATCH:** Use the standard Wrestling Move, but replace the results list with this one:

- » **ON A 10+ YOU HIT IT GREAT; RETAIN CONTROL AND PICK ONE:**
 - o gain +2 Momentum
 - o gain +1 Heat with your opponent
 - o you trick your opponent into taking a Public Warning
- » **ON A 7-9 YOU HIT IT PRETTY WELL; PICK ONE:**
 - o retain control and transition into the next sequence
 - o give your opponent control and gain +1 Momentum
- » **ON A BOTCH, GIVE YOUR OPPONENT 1 MOMENTUM AND PICK ONE:**
 - o take a Public Warning and retain control of the match
 - o your opponent counters you and takes control of the match

In addition, when you make the Interrupt Move, you can choose to take a **Public Warning** instead of spending 1 Momentum.

- » When you take your third **Public Warning**, your opponent is awarded a fall.
- » If someone takes **3 Public Warnings**, it overrides Creative's booking for the match and their opponent gets the victory (and makes their Finishing Move if this is the deciding fall of the match).

Mountevan's Rules matches are often also Two Out Of Three Falls matches, but can also be wrestled to one fall.

❑ **SPOTFEST:** A Spotfest ignores two of the standard rules for wrestling matches:

- » At the beginning of the match, Creative does not book the finish. Rather, the wrestlers attempt to use their Finishing Moves to win the match, but can **INTERRUPT** or otherwise swerve, making unsuccessful attempts **false finishes** (see below).
- » At the end of the match, ignore the +4 Heat Audience gain rule (even if you have +4 Heat with your opponent, you *do not* gain an Audience).

This match proceeds using the standard Wrestling Move. In addition, anyone in control can go for their Finishing Move instead of making the standard Wrestling Move. Any of their opponents in the match can **INTERRUPT** after a Finishing Move is rolled and continue the match (the results of the Finishing Move are still applied), making it a **false finish**. If a Finishing Move is Botched, the **INTERRUPT** happens automatically without any Momentum spent, after the Botch effect is chosen or applied, and the match continues.

A successful Finishing Move (any 7-9 or 10+ result) means that that wrestler wins the match *in addition* to its specific effects, unless **INTERRUPTED** or otherwise swerved immediately following the roll. Using other Moves to change the booking (like the Heel Move) can give that wrestler control and the opportunity to hit their Finishing Move.

The match ends once someone hits a Finishing Move without it being **INTERRUPTED** or otherwise swerved, thus winning the match.

❑ **DEATH MATCH:** When a Death Match starts, each competitor gains +1 Momentum. The match proceeds using the standard rules, with the following additions:

- » The element of danger (barbed wire, glass, etc) is called the **Bad Shit**. When someone is throw into the **Bad Shit** they can spend 1 Momentum to avoid it. This counts as the Interrupt Move if the wrestler going into the Bad Shit wants to take control of the match as a result.
- » Once each wrestler has paid 1 Momentum to avoid the **Bad Shit**, the cost goes to 2. Once each wrestler has paid 2, it goes to 3, and so on.
- » Once someone goes into the **Bad Shit**, they immediately take an Injury, gain (1+ Current Injuries) Momentum and take control of the match. If this is their last Injury box, the match ends in a no contest.

Whoever is booked to win a Death Match adds their +Real or +Audience to their Finishing Move, whichever is higher.

After a Death Match, all participants roll +Real:

- » On a 10+, the wounds were mostly superficial or you're just tough enough that you can deal. Erase down to 1 Injury check if you have more than 1. Choose 1-
 - o you and your opponent both gain +1 Heat with each other
 - o appear in the next segment of the Episode and gain +1 Audience.
- » On a 7-9, you survived. Erase 1 Injury check if you have more than 1 (if you have only 1, you keep that Injury). Gain +1 Heat with your opponent.
- » On a Botch, you need serious medical care. You are evacuated to a local medical facility immediately and you must miss the next Episode as you recover (play a NPW if appropriate). When you return, you make the Over Move even if you're not in the Top Spot, and erase 1 Injury check.

THE PROMOTION

Name:

Description:

Location:

Titles:

Notable NPWs:

Current Roster:

Additional Notes:

Tags

- ☐ Devoted Following
- ☐ Mainstream Appeal
- ☐ Regional Reach
- ☐ National Reach
- ☐ International Reach
- ☐ Home Arena
- ☐ Touring Shows
- ☐ Broadcast Deal
- ☐ Cable Deal
- ☐ High-Concept
- ☐ Theatrical
- ☐ Trustworthy Management
- ☐ Strongly Kayfabe
- ☐ Inclusive
- ☐ Traditional
- ☐ Motivated Roster
- ☐ Large War Chest
- ☐ Elite Production Staff
- ☐ Kid-Friendly/PG
- ☐ Well-Connected
- ☐ Social Media Expertise
- ☐ Unbroken Title Lineage
- ☐
- ☐

Troubles

- ☐ Niche Fanbase
- ☐ In Debt
- ☐ Hostile Silent Partner
- ☐ Disgruntled Talent
- ☐ Green As Grass Roster
- ☐ Overreaching
- ☐ Poor Maintenance
- ☐ No Merch
- ☐ Strong Competition
- ☐ Unlicensed
- ☐ Tax Write-off For Unrelated Venture
- ☐ Bad Sponsorship Deal
- ☐ Blacklisted
- ☐ Outlaw Federation
- ☐ Umbrella Federation For Unrelated Companies
- ☐ Fractured Creative Committee
- ☐ Bloated Roster
- ☐ Behind the Times
- ☐ Pointlessly Bureaucratic
- ☐ Inmates Running the Asylum
- ☐ Convoluted Lore
- ☐ Theatrical...Pretensions
- ☐
- ☐

Promotion Advancement

The Promotion gains Audience (and all wrestlers reset their Audience):

- » At the beginning of an Episode, If the total Audience of all wrestlers is greater than (# of players x3).
- » During an Episode, when all Basic Moves have had a Mythic Moment. Once a Mythic Moment is checked, nobody else can have that Moment until Audience resets (and you erase all checks on Mythic Moments).



Audience Threshold

STROKE

Wrestlers always have Stroke equal to current Audience. Wrestlers use Stroke to turn off-camera situations to their favor. Creative sets the Stroke needed, as per this scale:

- » 1 Stroke – relatively minor situation or just for show
- » 2 Stroke – significant situation
- » 3 Stroke – important situation or what you want would disrupt some serious plans
- » 4 Stroke – critical situation or dire implications
- » +1 Stroke – there's physical injury or other harm on the line (for example, if wrestlers are getting in a shoot fight or abusing substances as part of the situation)

If you have enough Stroke, you get what you want out of the situation.

If you don't have enough Stroke, you can spend Momentum 2-for-1 to give yourself more Stroke for that segment (e.g. if you need 3 and have 1, spend 4 Momentum to add 2 more Stroke for that segment).

If there's another wrestler in the scene that doesn't want what you want, whoever has more Stroke gets what they want. You can each (or all) spend Momentum 2-for-1 for more Stroke, until someone runs out of Momentum.

Stroke is not spent, it's just checked at the time that it's needed (and temporarily boosted by spending Momentum).

You lose -1 Heat with everyone who feels negatively impacted by your use of Stroke. Creative checks with everyone at the end of the segment.

LUCHA LIBRE ROLES

❑ **BASIC ROLE:** Técnico. You obey the rules of honor and respect. Counting as a Babyface for Heat purposes, Técnicos use this Role Move instead of the Babyface Move: **WHEN YOU DEMONSTRATE YOUR TECHNICAL PROWESS IN THE RING OR MAKE A BIG DEAL OF RESPECT**, spend 2 Momentum and pick 1:

- » gain +1 Heat with your opponent
- » an ally comes to your aid
- » win the match (regardless of booking)

❑ **BASIC ROLE:** Rudo. You're selfish, disobedient and disrespectful. You count as a Heel for Heat purposes. Rudos use this Role Move instead of the Heel Move: **WHEN YOU DO SOMETHING TO SAVE YOURSELF AT THE EXPENSE OF ANOTHER IN THE RING, OR SHOW DISRESPECT FOR AN AUTHORITY FIGURE OR TEAMMATE**, spend 2 Momentum and pick 1:

- » gain +1 Heat with your opponent
- » cause a legit injury
- » win the match (regardless of booking)

MYTHIC MOMENTS

Whenever a player rolls a straight 12+ (dice + Stat hits 12+, *before* spending Momentum) on a basic Move, they can choose to spend all remaining Momentum to make it a Mythic Moment. If they have no Momentum, they cannot make a Mythic Moment. If they have a negative stat, they can still make a Mythic Moment when they roll a natural 12 on the dice.

❑ **BREAK KAYFABE:** Your action becomes the symbol of *when things changed*. Pick 1:

- » You have complete creative control over your wrestler's storyline and booking until the next Audience reset. Your "Audience starts and resets to" number permanently goes up by 1 (Max 3).
- » You expose backstage politics. This must be acknowledged on screen in some way, and you tell Creative what you want to change in the promotion as a result of your revelation. Creative must honor this demand over the rest of the Episodes booking. Gain +1 Audience.

❑ **CUT A PROMO:** Your promo becomes part of professional wrestling canon. Pick 1:

- » Simply referencing this promo counts for the **CHEAP HEAT MOVE**, for everyone on the roster, forever.
- » Your promo goes viral; everybody knows it even if they don't know you. Your "Audience starts and resets to" number permanently goes up by 1 (Max 3).
- » This takes you to the next level. Take an Advanced Role immediately (without spending an Advance or taking an Episode off).

❑ **WRESTLING:** This move goes into your highlight reel. Keep control of the match, and pick 1:

- » You are now booked to win the match.
- » You steal the show. Gain +1 Audience.
- » You do your job. Your opponent gains +1 Audience.
- » You upstage someone. Say who comes out to interfere with the match, and you both gain +1 Heat with each other.

❑ **RUN-IN:** You've perfectly captured the turning point in the storyline. Book the result of your run-in on the fly (this overrides Creative's booking). Both you and your target gain +1 Heat with each other and you pick 1:

- » It's turned to a blood feud. You can only be booked against each other until this thing is resolved.
- » You've gained the upper hand. You can pick any stipulations you want for your opponents matches until the next Audience reset (whether you're booked in them or not).
- » This is going to get settled right now. Creative books a match with your opponent as the new main event of the Episode. You and your opponent both gain +1 Audience.

❑ **FEAT OF STRENGTH:** You've exceeded human capacity, and with style. Pick 1:

- » The fans go bananas, and your feat becomes imitated worldwide. Gain +1 Audience, and your "Audience starts and resets to" number permanently goes up by 1 (Max 3).
- » You become immortalized in the highlight reels of the company. Describe exactly how that looks. Gain +1 Momentum when you make your first appearance in every Episode from now on.

❑ **WORK THE AUDIENCE:** They'll never forget being in *this* crowd. Pick 1:

- » You turn them against your opponent - they can no longer Work the Audience or get Cheap Heat for the rest of this Episode.
- » You whip them into a real frenzy. Gain +1 Audience as they storm the ring!

Check off each Mythic Moment when it's made. If a Mythic Moment is currently checked, it can't be made again until the checks are erased. When all of the Mythic Moments have been checked off, it triggers an Audience reset for the Promotion (all wrestlers reset their Audience to their "start and reset to" score), and erase all checks from Mythic Moments. The accumulation of amazing moments has spread your fame far and wide, bringing new fans in droves! (You do not erase when Audience resets due to the standard average Audience score rule).